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(71)Applicant : **CIRRUS LOGIC INC**

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(72)Inventor : **OWEN RICHARD C A
MILLS KARL S
MAY BRADLEY A
LINSTAD LAUREN E**

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(54) GRAPHICS SYSTEM, AUTOMATIC GRAPHICS OPERATION METHOD AND GRAPHICS PROCESSOR

(57)Abstract:

PROBLEM TO BE SOLVED: To automatically execute various graphic operation without having intervention of a host by optimizing interaction slim between the host and a graphic processor for stopping a delay minimally and avoiding the situation of a graphic being adversely affected.

SOLUTION: The graphics processor 20 acts as a central controller, and starts fetch and process, and is provided with a BLT(block transfer) engine 54 storing a request. Then, the processor 20 utilizes a CRT control triggering mechanism and the automatic chain of the graphics processor 20 for relaxing the automatic graphics operation. That is, the BLT engine 54 of the graphics processor 20 controls the transfer to a frame buffer memory 40 and the transfer from a frame file memory, and performs first graphics operation in response to a first triggering circuit, based on the contents of a programmable resister.

